Three observable trends based on our data:

1. Generally, items that sold the greatest volume also were most profitable (i.e. Oathbreaker, Last Hope of the Breaking Storm and Nirvana).
2. Generally, ages of the players seems almost normally distributed with the distribution centered around the 20-24 year old mark. Generally, age did not affect the average purchase price or the average total purchase per person.
3. Males tended to have an average total purchase per person lower than that of non-male players.